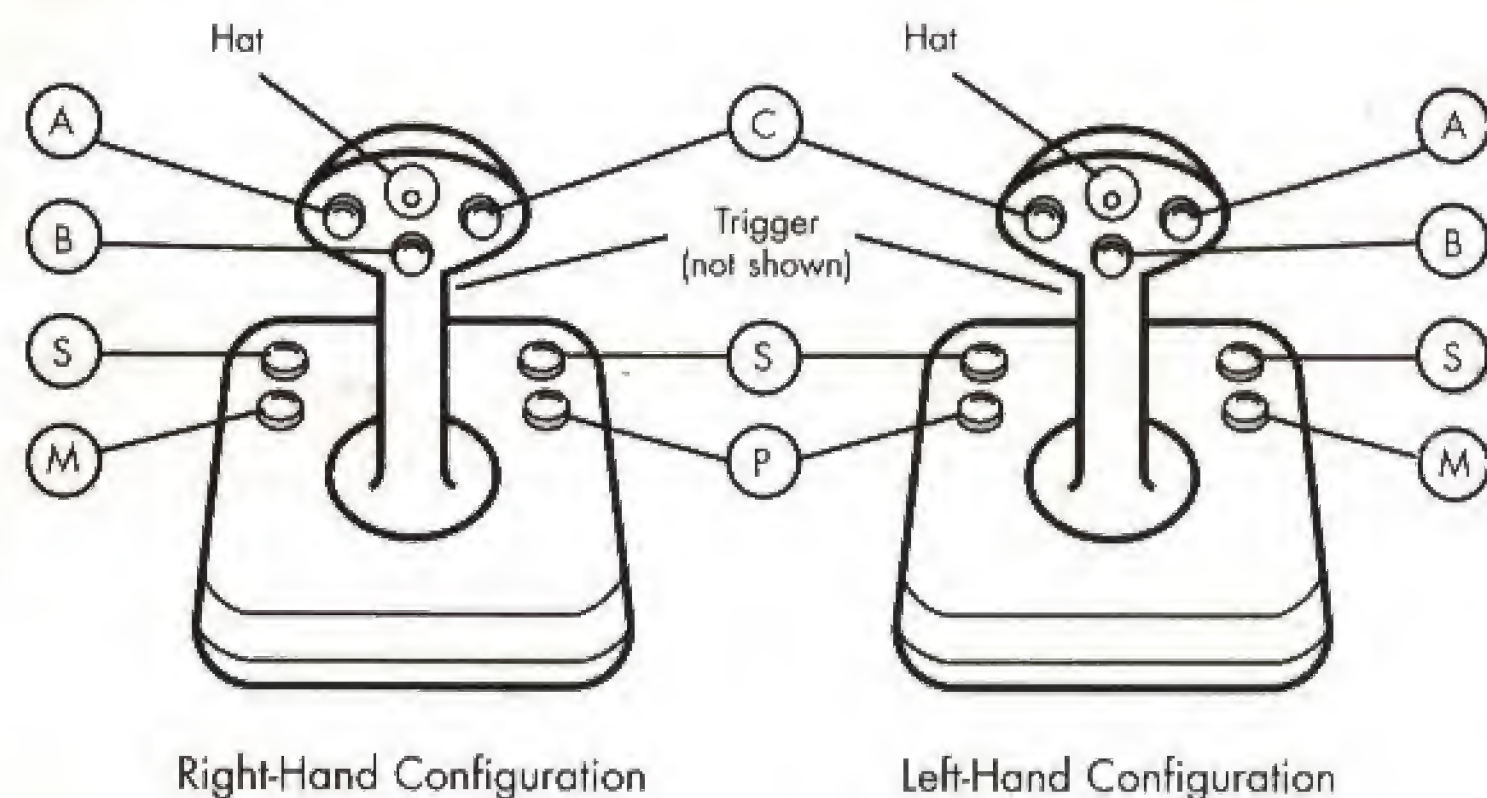# WING COMMANDER® III 3DO™
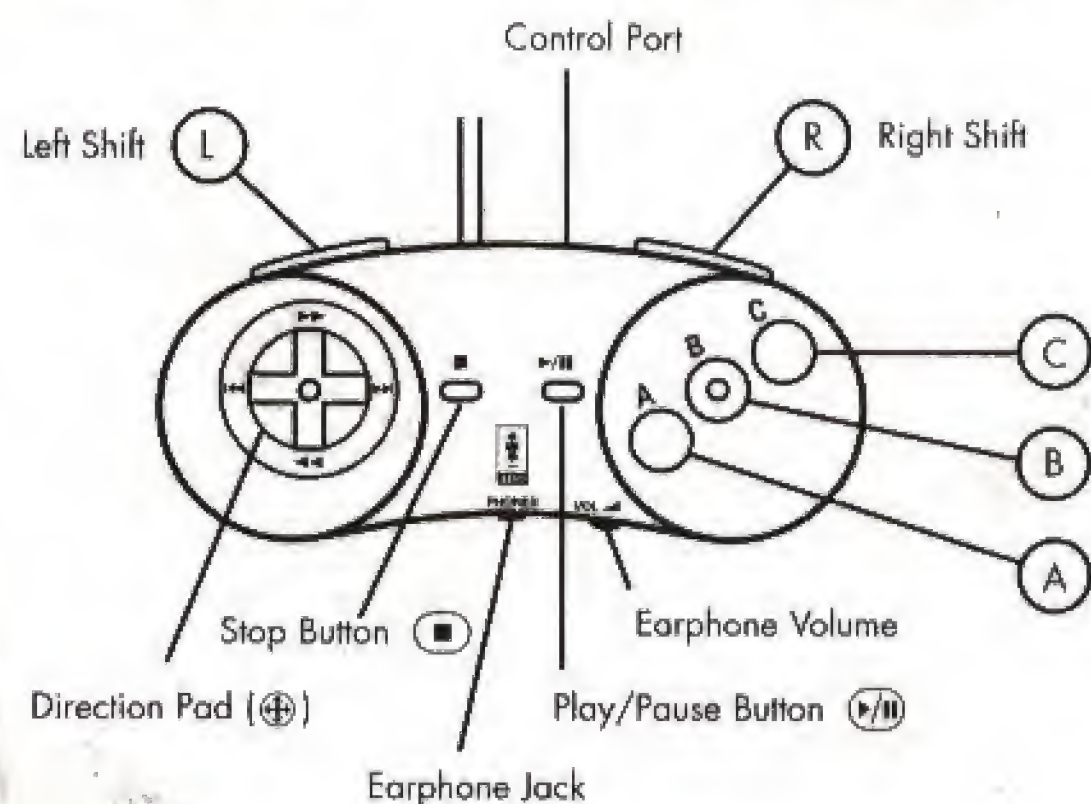# REFERENCE CARD

JOYSTICK

JOYSTICK NOTES

"⊕" means move the joystick: ⊙, ⊙, ⊙ or ⊙.
On the carrier, the 4-way hat on the joystick handgrip mimics the ⊕-pad on the regular 3DO keypad.

Right-Hand Configuration   Left-Hand Configuration

CONTROL PAD

"⊕" means press the keypad controller: ⊙, ⊙, ⊙ or ⊙.

ON THE CARRIER

Action	Keypad	Joystick
Choose an action	⊕, Ⓛ or Ⓡ	⊕, Move hat ⊙ or ⊙
Begin selected action	Ⓐ (or Ⓑ or Ⓒ)	Trigger
Skip cinematic	▪	Ⓢ

IN-FLIGHT FUNCTIONS

	Keypad	Joystick
Maneuver ship	⊕	⊕
Roll left or right	Ⓑ⊙ or Ⓑ⊙	Ⓑ⊙ or Ⓑ⊙
Speed up or slow down	Ⓑ⊙ or Ⓑ⊙	Ⓑ⊙ or Ⓑ⊙
Apply afterburners	ⓁⓇ	Ⓒ
Autopilot (also Jump in *Excalibur*)	ⓁⒷ	Move hat ⊙
Eject	ⒶⒷⒸ	ⓈⓅ
Fire missile	Ⓐ	Ⓐ
Fire gun(s)	Ⓒ	Trigger
Switch active missile	ⓁⒶ	ⓈⒶ
Switch active gun(s)	ⓁⒸ	Ⓢ + trigger
Release decoy	ⓇⒸ	Move hat ⊙
Change target	ⓇⒶ	Move hat ⊙ or ⊙
Activate cloak (*Excalibur* only)	ⓁⒶ, then Ⓐ	ⓈⒶ, then Ⓐ

(cycle through missiles to select *Cloaking Device*, then "Fire Missile" (Ⓐ) to activate or deactivate)

	Keypad	Joystick
Remove cockpit (toggle)	▶/�II Ⓑ	ⓅⒷ
Object view (cycle through ships)	▶/II Ⓒ	ⓅⒸ
Display nav map/pause game	▶/II Ⓐ	ⓅⒶ
Rotate map view	⊕	⊕
Zoom out/in	Ⓐ (out), Ⓑ (in)	Ⓐ or Ⓑ
Switch nav destination	Ⓛ or Ⓡ	Move hat ⊙ or ⊙
Close nav map/menu	▪	Ⓢ

COMMUNICATING

	Keypad	Joystick
Suppress video messages	▪ Ⓒ	ⓈⒸ
Communicate	ⓇⒷ (hold)	Ⓜ (hold)
Select receiver/message	⊙ or ⊙ (while holding ⓇⒷ)	Move hat ⊙ or ⊙ (while holding Ⓜ)
Open message menu	⊙ or ⊙ (while holding ⓇⒷ)	Move hat ⊙ or ⊙ (while holding Ⓜ)
Send message	Release ⓇⒷ	Release Ⓜ
Break and attack/ Attack my target	▶/II ⊙	Ⓢ + hat ⊙
Taunt enemy/Check status	▶/II ⊙	Ⓢ + hat ⊙
Help me out here	▶/II ⊙	Ⓢ + hat ⊙
Request landing/ Form on my wing	▶/II ⊙	Ⓢ + hat ⊙

ORI-1009508A